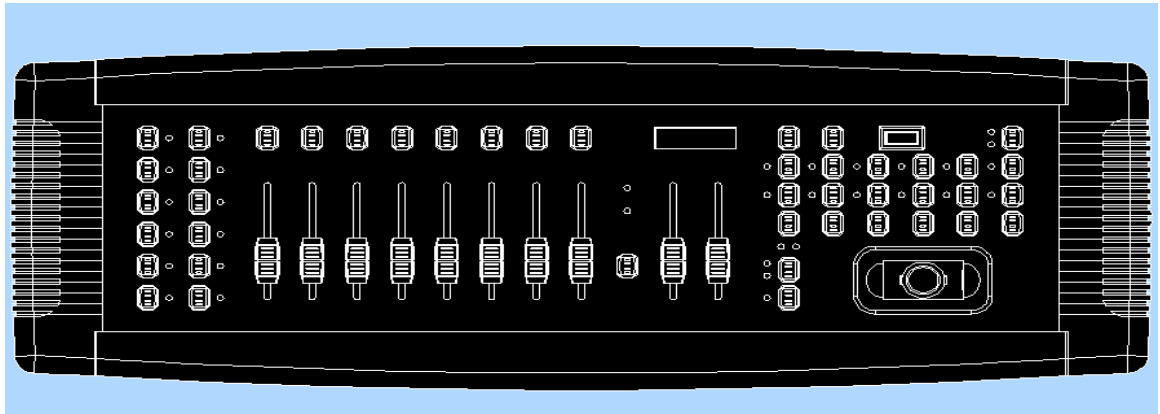


# SRC-264 Controller

## User Manual



# Table of Contents

|  |           |
|--|-----------|
| Features-----                              | 3         |
| Safety Information-----                    | 3         |
| Panel Overview-----                        | 4         |
| Operation Instruction-----                 | 6         |
| 1. Program Editing-----                    | 6         |
| 2. Revise Scene-----                       | 6         |
| 3. Scene Copy-----                         | 7         |
| 4. Delete Scene-----                       | 7         |
| 5. Delete all Scene-----                   | 7         |
| 6. Bank Copy-----                          | 8         |
| 7. Copy Bank to Chase-----                 | 8         |
| 8. Copy Scene to Chase-----                | 9         |
| 9. Insert Scene to Chase-----              | 9         |
| 10. Delete Scene in Chase-----             | 10        |
| 11. Delete Chase-----                      | 10        |
| 12. Delete all Chase-----                  | 10        |
| 13. Assign -----                           | 11        |
| 14. Reverse-----                           | 11        |
| 15. Fade time/Assign time - -----          | 12        |
| 16. Delete a Scanner of DMX Channels ----- | 12        |
| 17. Clear all DMX Channels-----            | 13        |
| 18. Reverse Assign or Reverse-----         | 13        |
| 19. Run Bank manually-----                 | 13        |
| 20. Run Chase manually-----                | 13        |
| 21. Auto Run -----                         | 14        |
| 22. Via Auto Run-----                      | 14        |
| 23. Run Bank via Sound Active-----         | 14        |
| 24. Run Chase via Sound Active -----       | 15        |
| 25. Midi Setting -----                     | 15        |
| <b>26. Midi Activated Program -----</b>    | <b>15</b> |
| 27. Data Delivery between Consoles -----   | 15        |

## Features

Thank you for purchasing this product. Using this console, different light effect can be created to your desire. Its features include:

DMX 512 console with 192 basic channels

12 scanners, each scanner with 16 channels

16 channel divided into Page A and B, each page with 8 channels

12 chase, each chase with 240 steps.

Manual, Sound Active, and Auto mode

Via Auto, all fade or X/Y axis fade selectable, and speed adjustable

For every scanner, Reverse and Assign available

Via manual and program-editing, press “Fine”, and the relative LED indicator flash. That is the 16 bit assign value. If not, that is the 8 bit assign value.

Midi activated Bank, Chase, Sound Active on/off, Auto on/off, and Blackout on/off.

Data delivery between consoles

LED digi screen display and LED indicator

DMX phase switch selectable

## Safety Information

Please read the following instruction carefully and thoroughly. If there is any problem about the operation, please contact the nearest dealer **or Neo-Neon directly**.

Not for home use.

Always keep clean. Do not drop any inflammable or oily liquids, water or other corruptive objects on the surface or inside of the unit.

If any liquid is spilled on or inside, please disconnect the power supply immediately.

Ensure mains power input DC 1000mA

Do not operate the unit when the ambient temperature is over 40° C

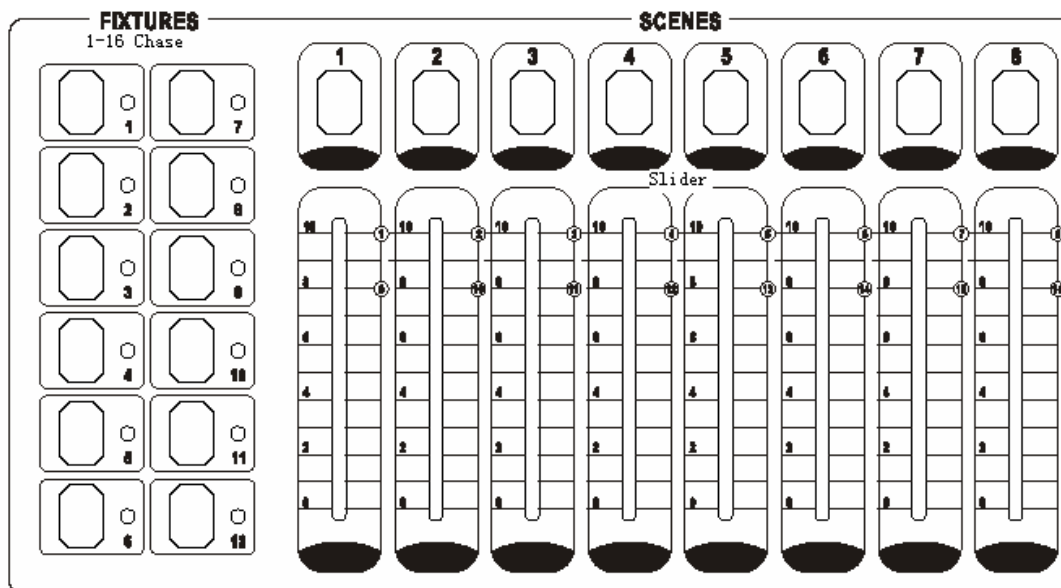
Do not try to repair the unit without the guidance of the qualified technician. Or you can contact the nearest dealer.

No spared component is provided. If needed, please contact the factory directly.

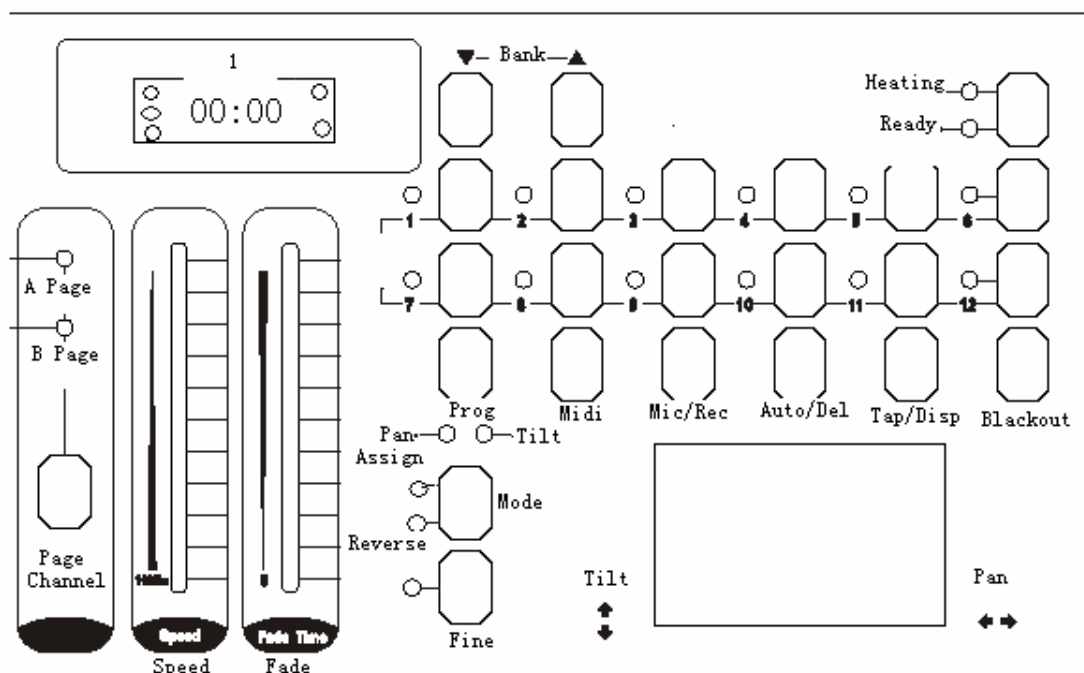
Do not dismantle or modify the unit.

# Panel Overview

## Part1



## Part2



## Button Explanation

### Scanner button

This button is to activate Scanner mode.

### Scene button

This button is to activate Scene mode.

### Chase button

This button is to activate Chase mode.

### Prog button

This button is to begin the program editing.

### Midi button

This button is to activate the midi mode.

### Mic/Rec button

This button is to activate audio and record mode.

### Auto/Del button

This button is to activate Auto mode and delete scenes, steps or chases in Recording mode.

### Tap/Disp button

This button is to show the current activity or function state.

### Bank

This button is to raise the bank or step.

### Bank

This button is to lower the bank or step.

### Mode and Fine buttons

The 2 buttons are to activate the Assign and Reverse mode.

### Assign indicator

This button is to indicate the assign state.

### Reverse indicator

This button is to indicate the Reverse state.

### Pan indicator

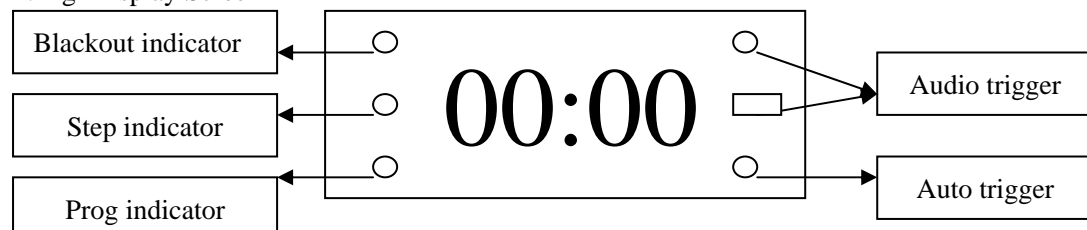
Pan is for axis X.

### Tilt indicator

Tilt is for axis Y.

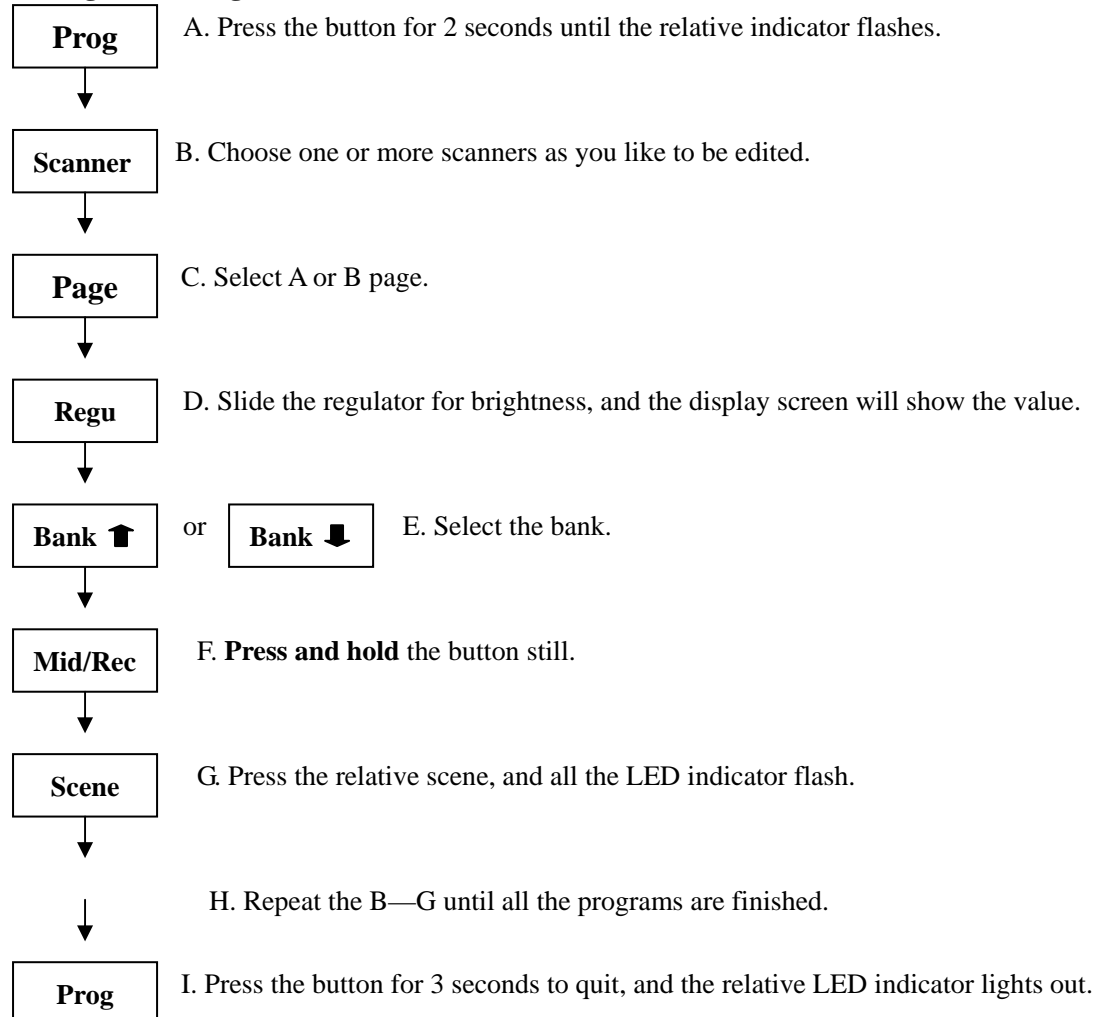
## Part3

### 1.Digi Display Screen

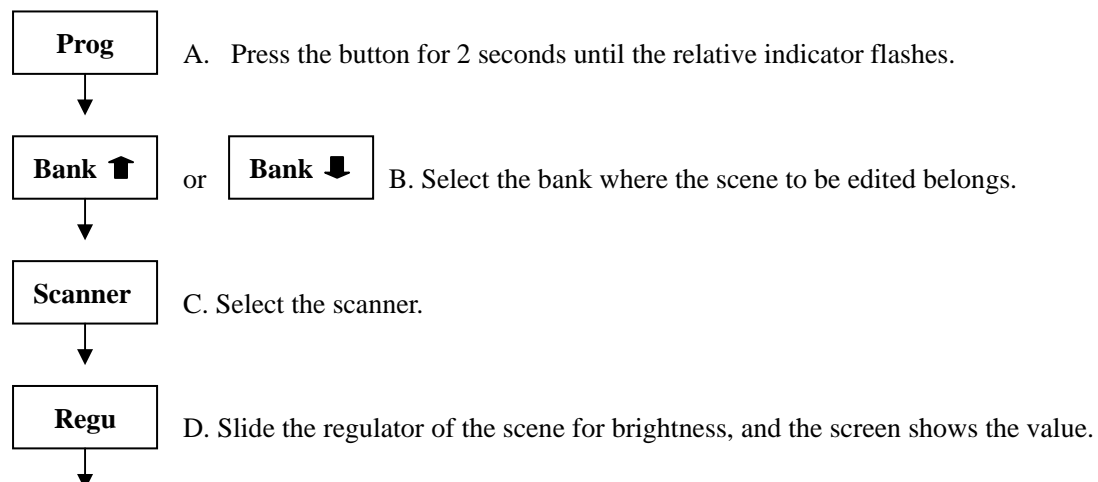


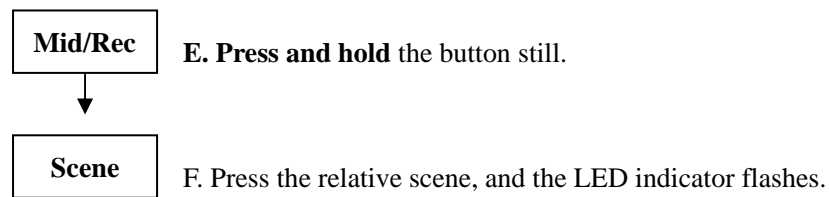
# Operation Instruction

## 1. Program Editing

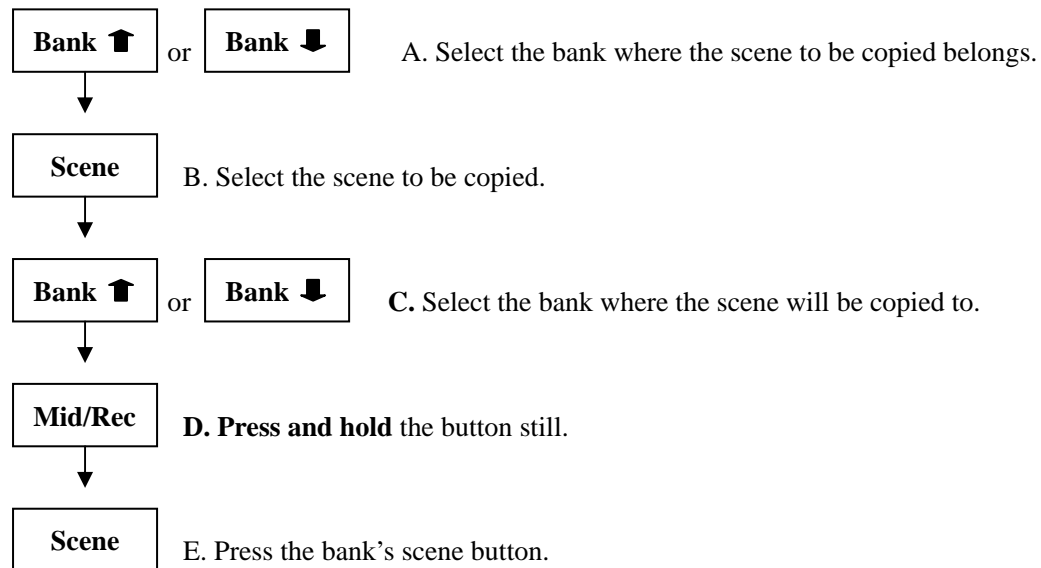


## 2. Revise Scene

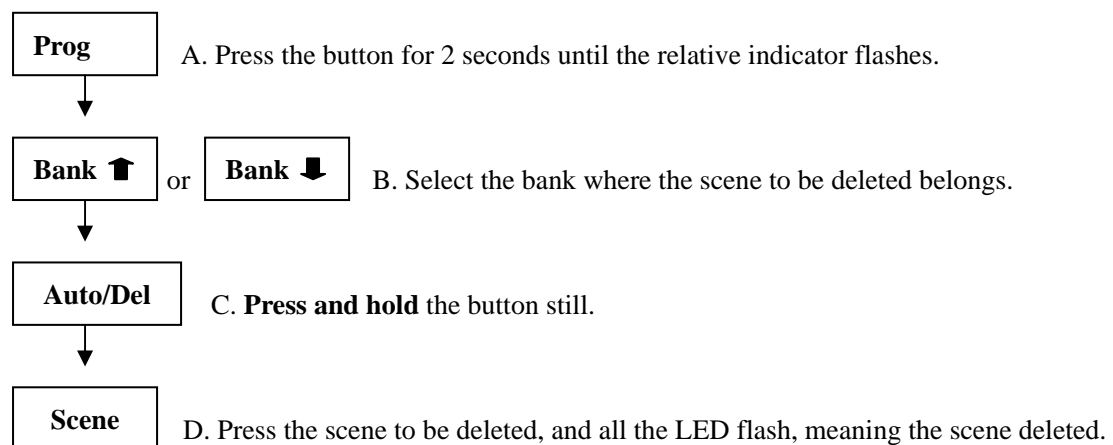




### 3. Scene Copy



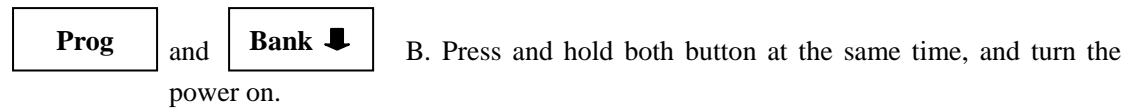
### 4. Delete Scene



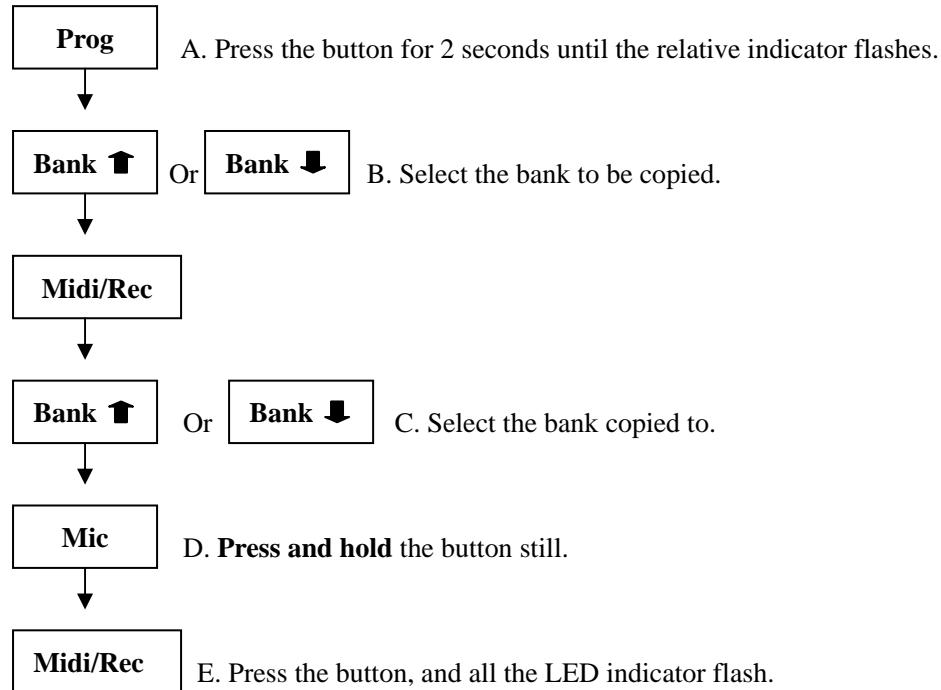
Note:

## 5. Delete all Scenes

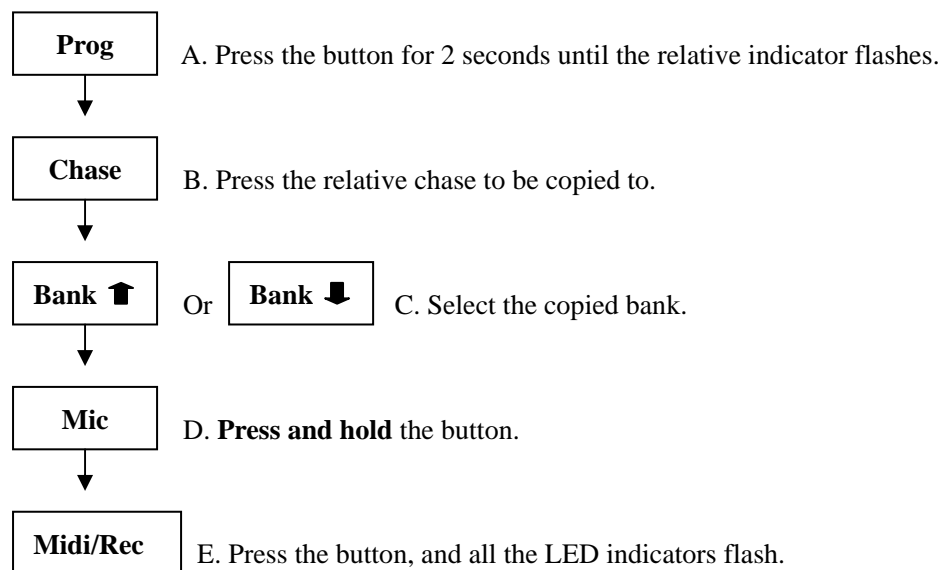
A. Shut out the power supply.



## 6. Bank Copy

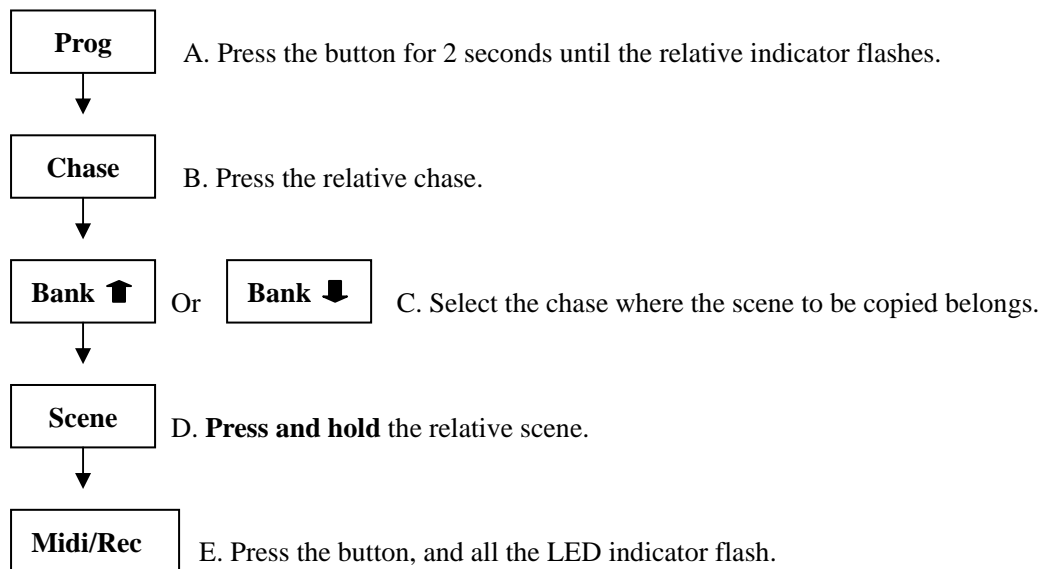


## 7. Copy Bank to Chase

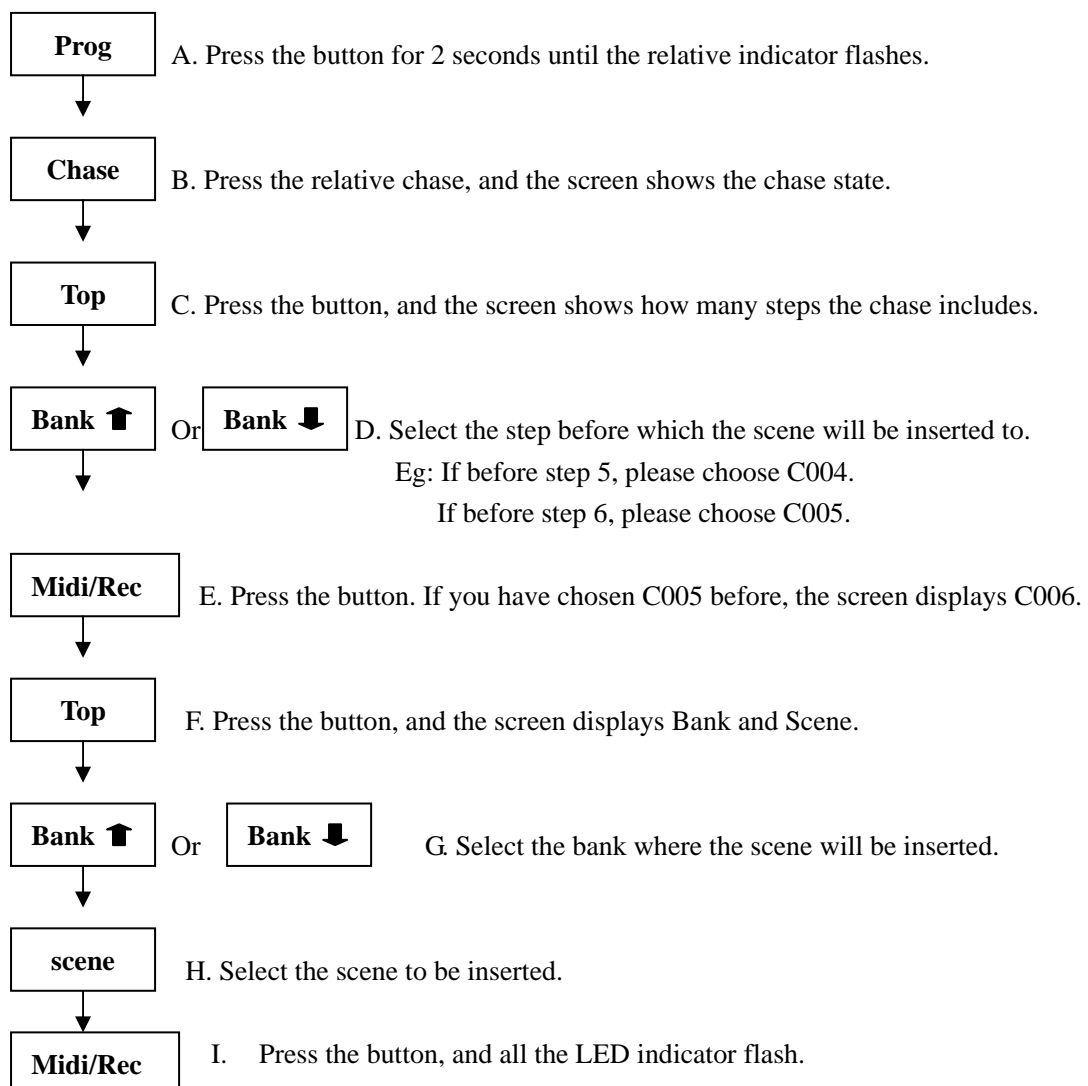




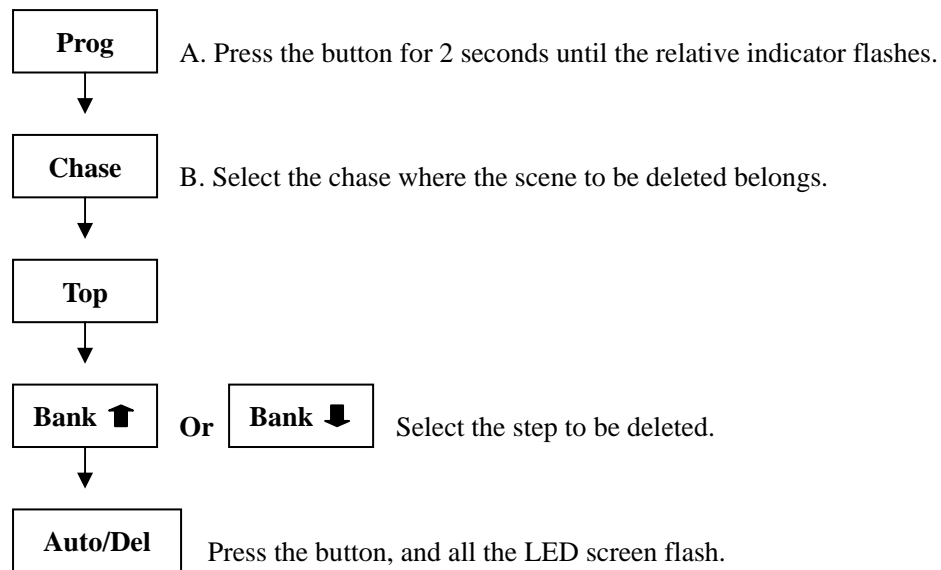
## 8. Copy Scene to Chase ( Add a scene at the end of the steps)



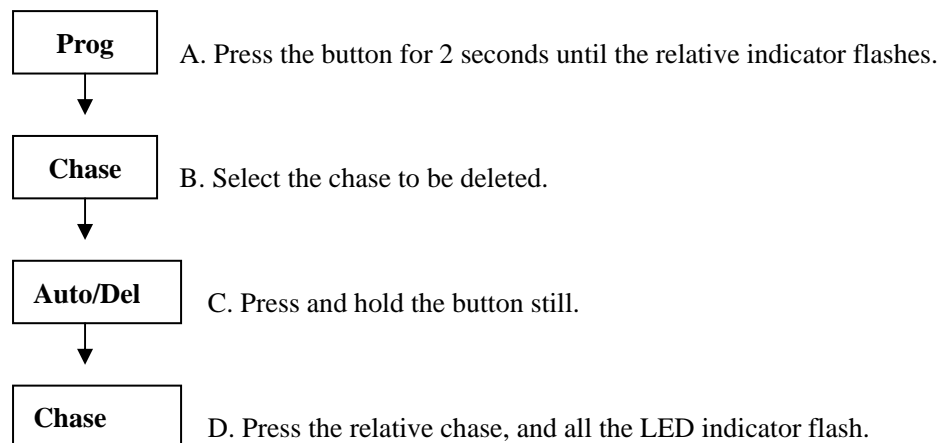
## 9. Insert Scene to Chase



## 10. Delete Scene in Chase

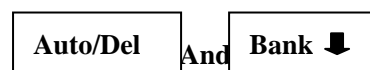


## 11. Delete Chase



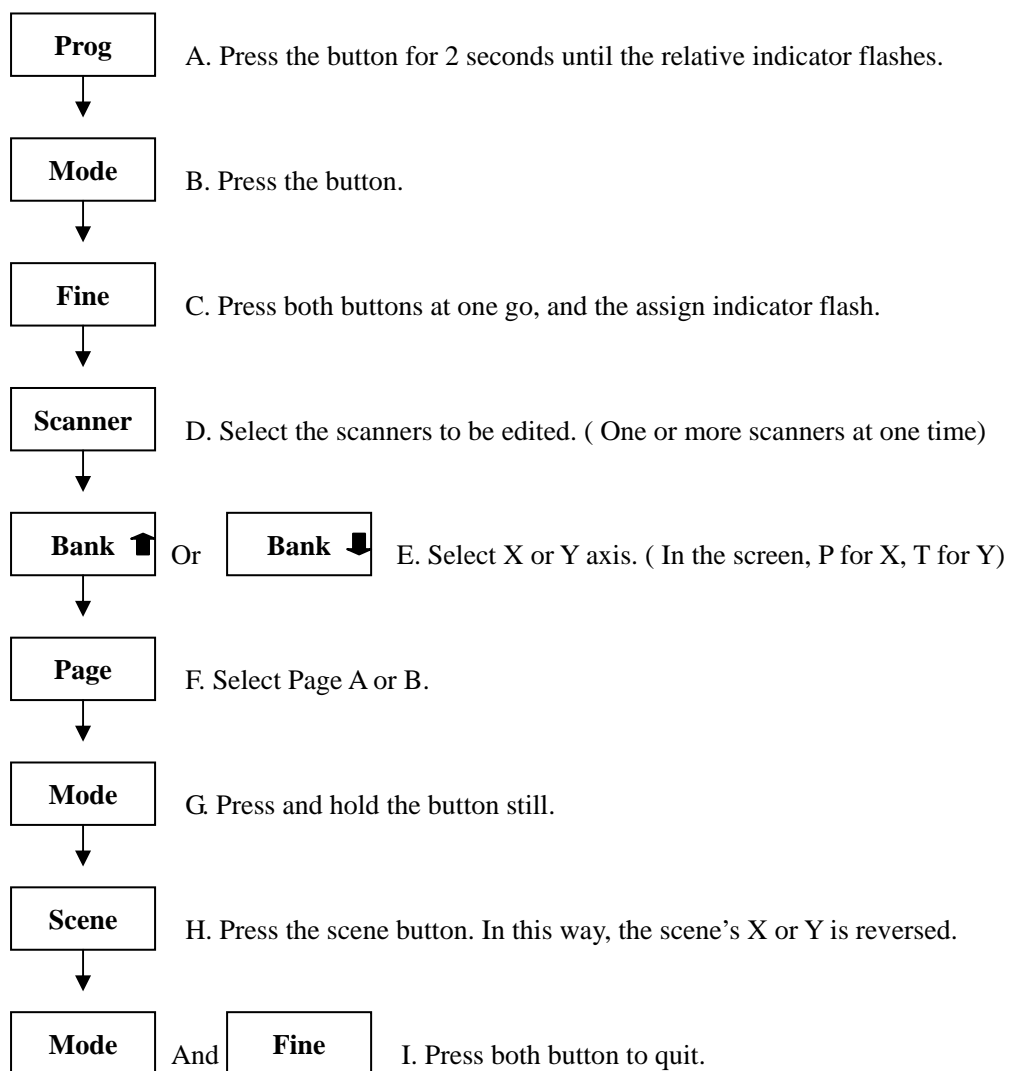
## 12. Delete all Chase

A. Shut out the power supply.

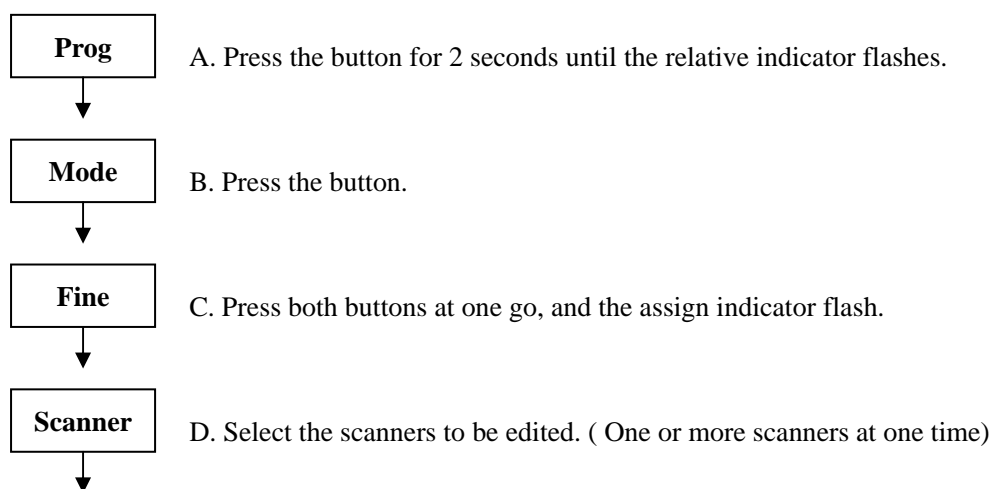


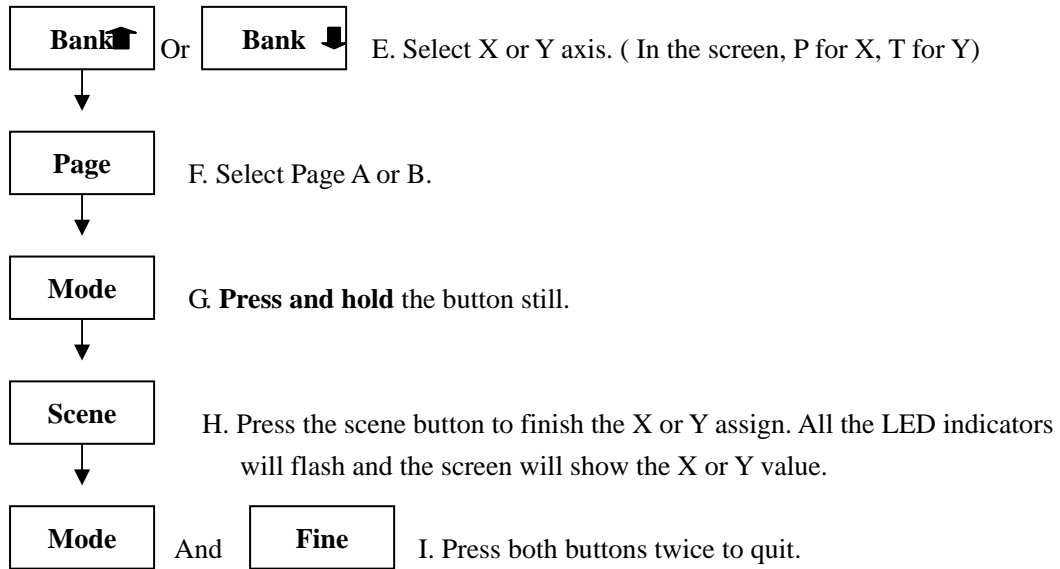
B. Press and hold both buttons at the same time and turn on the power supply.

### 13. Assign Regulator Slider( X and Y axis)

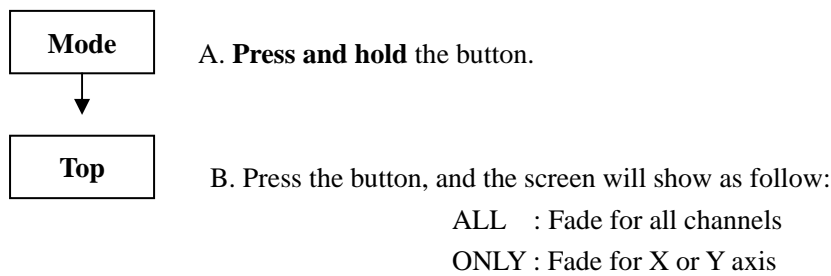


### 14.Reverse ( X and Y axis)

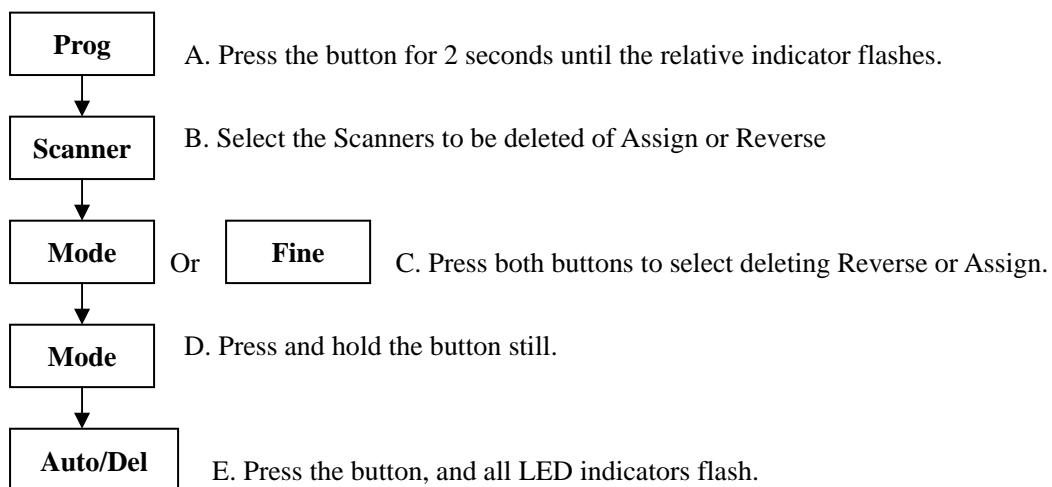




#### 15. Fade time / Assign Fade time ( X or Y axis Fade)





#### 16. Delete a Scanner of DMX Channels

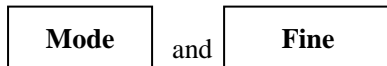


## 17. Clear all DMX Channels

A. Shut out the power supply.


B.  And  Press and hold both buttons at the same time and turn on the power.  
In this way, all DMX Channels are deleted.

## 18. Review Assign or Reverse

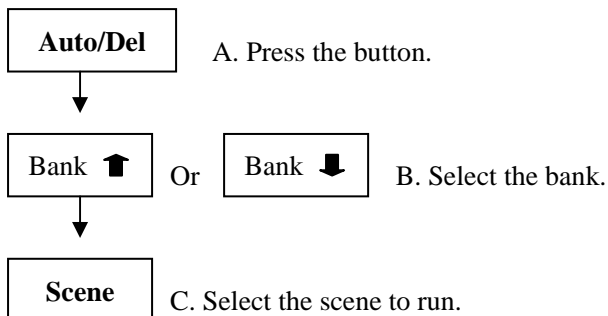


A. Press both buttons **once** at the same time to review Assign

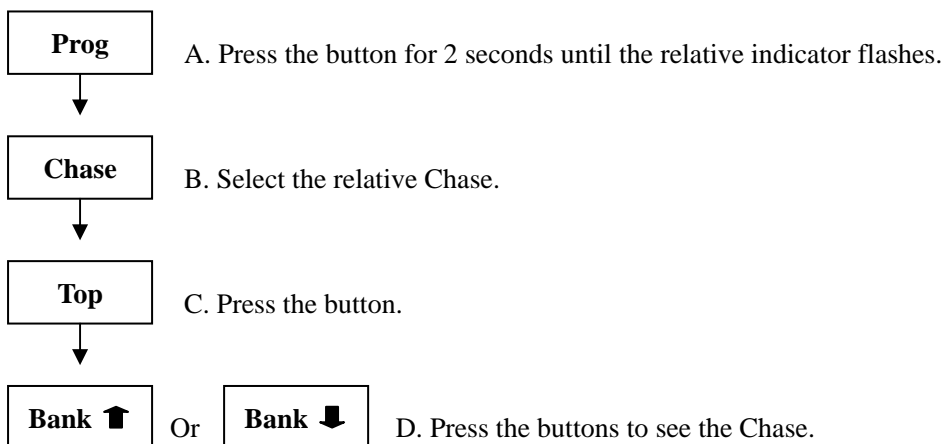
B. Press both buttons **twice** at the same time to review Reverse.

C.  Press the button to review Scanner.

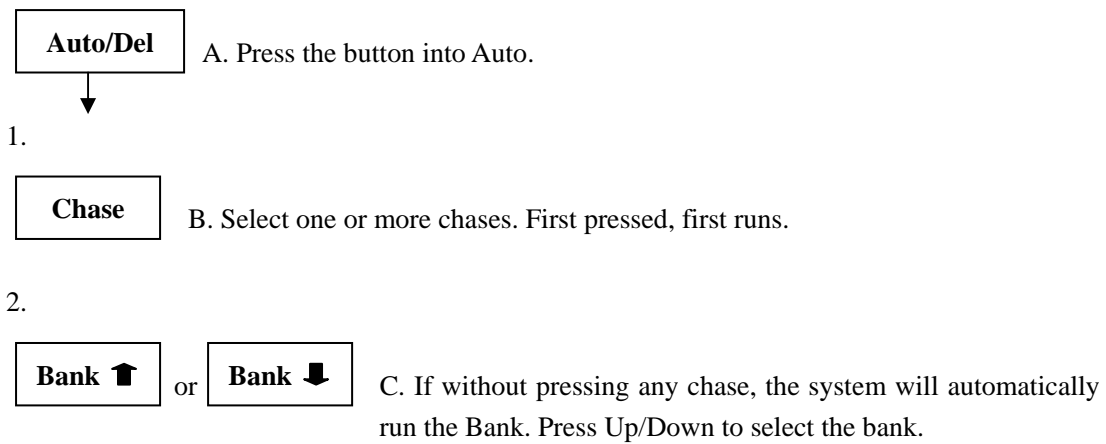
## 19.Run Bank manually



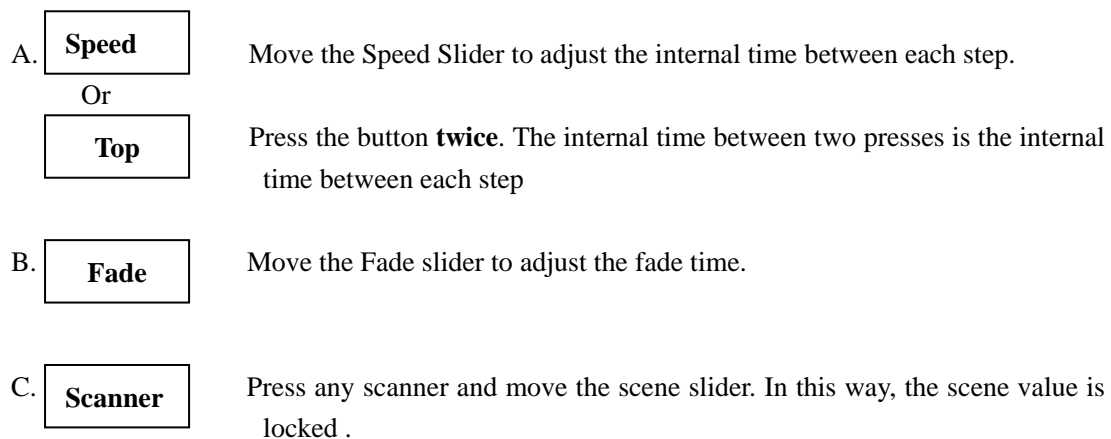
## 20. Run Chase manually



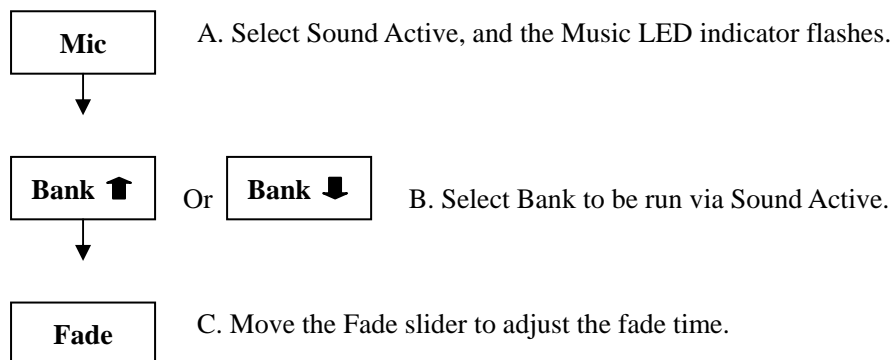
## 21. Auto Run



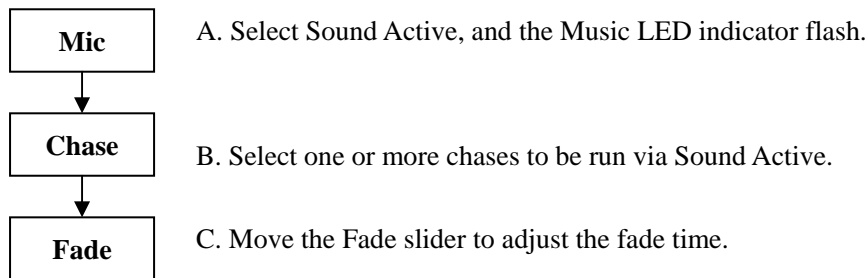
## 22. Via Auto Run



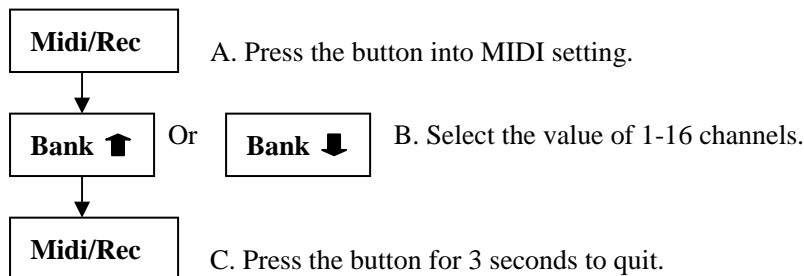
## 23. Run Bank via Sound Active



## 24. Run Chase via Sound Active



## 25. Midi Setting



## 26. Midi activated program( 16 MIDI Channels, 128 notes)

| Note  | Function     |
|-------|--------------|
| 1~8   | 8 Scene      |
| 9~38  | 30 Bank      |
| 39~50 | 12 Chase     |
| 51    | Auto         |
| 52    | Sound Active |
| 53    | Blackout     |

## 27. Data Delivery between Consoles

- Edit the console's program.
- Connect the DMX out of the edited console and the DMX in of the unedited console with the DMX cable. Move the DMX phase switch to the same position.
- For the edited console, Press and hold Scanner2, Scanner, ready to send the data.
- For the unedited console, Press and hold the S3, and Scene1 at the same time, then turn on the power. The LED digit screen reads “ r EA d” Scanner2, Scanner3, and Scene3 at the same time, then turn on the power. The LED digit screen reads “r EA d”, ready to receive the data.
- When all the above are ready, press Scene7 and Scene8 to begin the data-delivery. At this time, if the target console receives the data, the LED digit screen reads “ RECE” and the delivery progress.
- When all the data is sent, the screen reads “END”.
- Use only after the restart.